

THE SUREYAN FOLLY

"We can't get out but neither can our prey"

- Basarb Drake, Flay-lord, VIII Legion

"Finding Sureyua felt
to good to be true.

And it was.

It was marked on
our charts as an
Infernum-class
Mechanicum

research station. It
looked like a safe
haven, a light in the
darkness, a respite
from the terrible
warp storms slowly
tearing our ship
apart.

Our navigator had
warned us the
stillness had a
wrongness to it but
what choice did we
have?

Our ship was
damaged, the
Warmasters dogs
hunting us, low on
ammunition and
supplies.

That was a week
ago.

Now we can't
activate the Gellar-
fields. Our tech
adepts powerless to
get even a spark of
life from the
complex machinery.
There's something
keeping us here.
Something coming
from the storm-
wracked planet
below."

*Talon-Master
Praspe, 97th
Chapter, XIX
Legion.*

Army lists:

Army list must be built using any of the Age of Darkness force organisation charts (except for leviathan) to a value of 1000pts.

Armies that are allowed:

All Legion armies, including Blackshields.

Mechanicum - Taghmata, Ordo Reductor, Legio Cybernetica or Secutarii.

Imperial Cults & Militia.

Solar Auxillia.

Talons of the Emperor.

A note on models used:

As this is a Horus Heresy-event, and the focus is narrative gaming in that timeline there are certain restriction on what models are allowed. All models must be time-specific. That means that you can not use marks of power armour that was not yet invented during the Heresy.

Power armour marks that are allowed: Mk 1-6. Mark 7 and 8 may not be used.

Mars pattern vehicles (aka the standard 40k Rhino and Land Raider chassis) may be used.

Conversions are allowed, as long as they clearly represent the things they are supposed to be. If in doubt, send pictures of you model(s) to the event organizer via email.

Northernheresy@gmail.com

FAQs and Errata:

The latest FAQ and Errata will be used. The only difference being that any number of models in close combat can use meltabombs in the assault phase if they are armed with them.

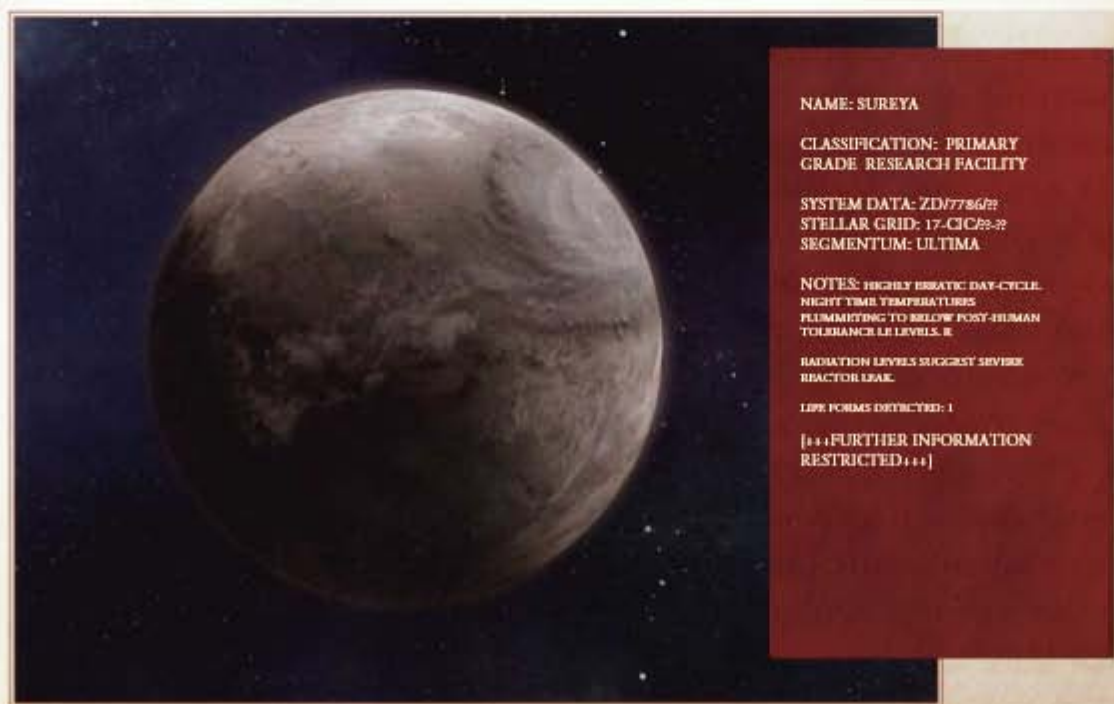
Gaming:

Players will be split into two teams; Loyalists and Traitors.

Players with Solar Auxilia, Mechanicum and Blackshields armies will be split to balance sides if needed, players of these forces should specify a preference and we will try to accommodate them.

Scenarios:

- 10:30 Game 1
- 12:00 Game 2
- 13:30 Lunch
- 14:30 Game 3
- 16:00 Team game
- 18:30 Best painted/sportsmanship prizes



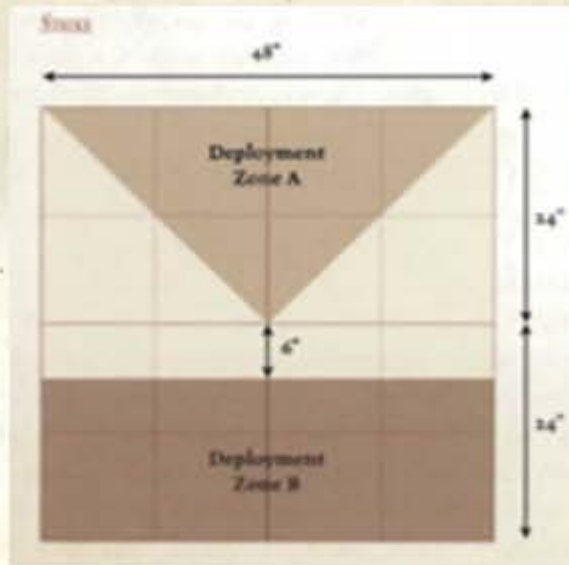
"Couldn't see a damned thing from orbit so we just followed the strongest stream of binary cant blaring out from what seems to be the only three habitable zones on the planet. We came down hard, engines running white hot to cope with the atmospheric interference. Something hit us on the way in... it might have been lightning, it might have been something else. Nyxxos said it had looked like a ground-to-air missile. It makes no difference. We are need to find whatever is keeping us here before it's to late.

Sporadic contact with the ship tells of multiple contacts moving in from the Mandeville point and from the debris field surrounding Sureyas moon. We are not alone here."

*Talon-Master
Praepes, 97th
Chapter, XIX
Legion.*

BREAKTHROUGH

"That we're surrounded just means there're fresh victims all around us"
- Unknown Night Lords Legionary



Mission special rules: Reserves.

Deployment: Roll off. The winner may choose to deploy first or second. The player who chooses to deploy first is the attacker and uses deployment zone A.

First turn: The attacker has the first turn unless the defender can *Seize the Initiative*.

Game length: Random game length.

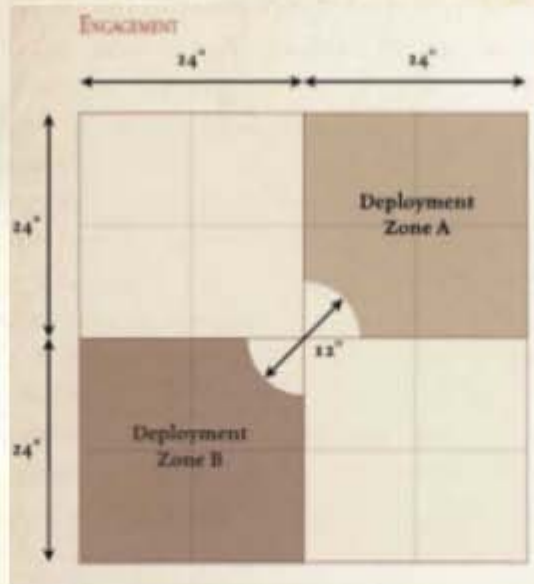
Victory conditions: The attacker tries to break through a surrounding enemy force.

Primary Objective: The attacker gains 1VP for any denial unit and 2VP for any scoring unit in the defender's deployment zone at the end of the game.
The defender gets 1VP for a unit completely destroyed or falling back at the end of the game.

Secondary Objectives: Slay the Warlord, First Blood

NIGHTFALL

"The stars disappeared and with them all hope was lost"
- Unknown Raven Guard Legionary



Mission special rules: Reserves, Night fighting.

Deployment: Roll off. The winner may choose to deploy first or second. A force containing a Vigilator gets +1 to this roll.

First turn: The player who deployed first has the first turn unless the opponent can Seize the Initiative.

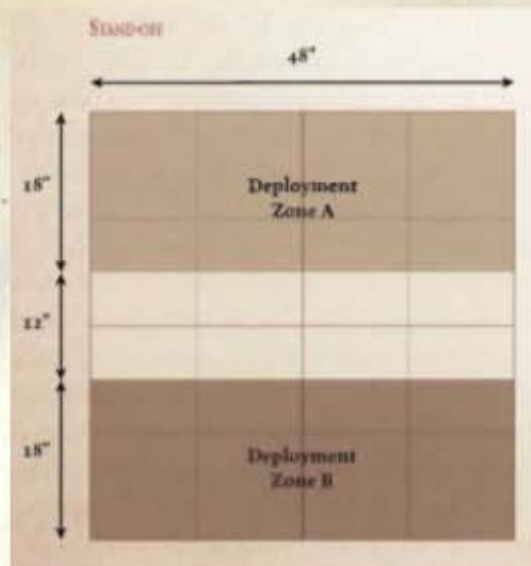
Game length: Random game length.

Victory conditions: Both forces tries to get to the underground shelters before the cold becomes crippling.

Primary Objective: Place a central objective marker. At the end of the game, this marker is worth 3VP.

Secondary Objectives: Slay the Warlord, Last Man Standing (the side with greatest number of surviving units gain an extra victory point).

SKIRMISH



Mission special rules: Reserves.

Deployment: Roll off. The winner may choose to deploy first or second.

First turn: The player who deployed first has the first turn unless his opponent can *Seize the Initiative*.

Game length: 6 turns.

Victory conditions: Your armies will stop at nothing to destroy each other.

Primary Objective: Infantry (all types except Independent Characters): +1 Victory point

Independent Characters: +2 Victory points

Vehicles with the Tank type: +1 Victory

Vehicles with the Walker type: +1 Victory point

Vehicles with the Flyer type: +2 Victory points •

Monstrous creatures :+2 Victory points

Bikes, Jetbikes and Skimmers: +1 Victory point

Secondary Objectives: Slay the Warlord, First Blood, Linebreaker

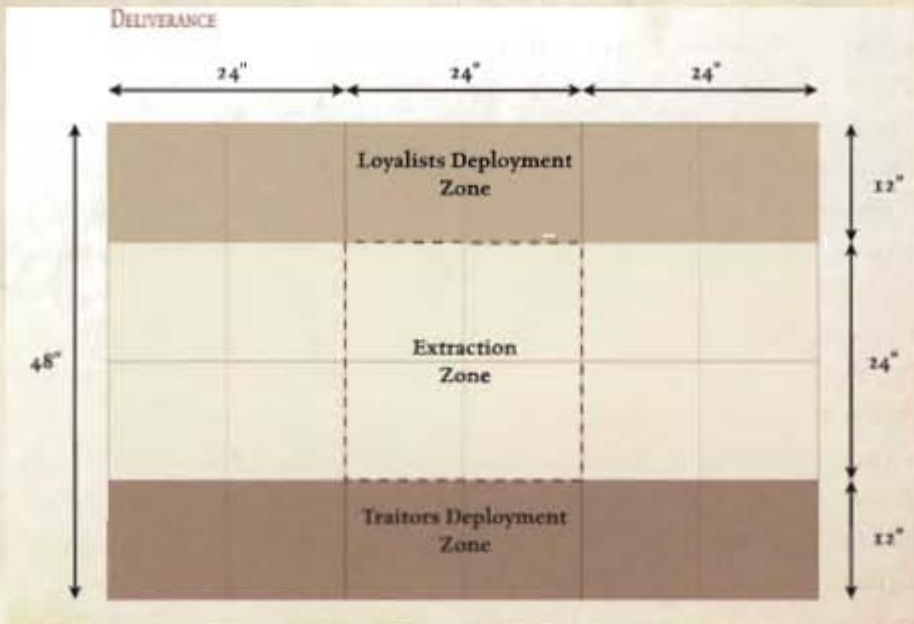
Orbital strike: From turn 4 and onwards, roll a dice at the start of each turn. On a 6, scatter a large 3d6 from the center of the landing zone. It always scatters full distance and if a hit is scored, re-roll the dice (if the second roll is a hit then it has hit dead centre!).

Orbital bombardment: S8 AP2, Large Blast 5", Lance.

Rescue Mission: Roll a dice for each denial unit in the landing zone.

1: -1vp
2-5: 1vp
6: 2vp

EXTRACTION



Mission special rules: Reserves. Night fighting during turn 1, Orbital Strike, Rescue Mission

Deployment: Roll 1d6 each and add the score together for your team. The team with the highest score may choose to deploy first or second

First turn: The team who deployed first has the first turn unless their opponents can Seize the Initiative (rolling just 1d6)

Game length: Random game length.

Victory conditions: The path to Terra is open but the planet is being bombarded from orbit! Get out while you still can!

Primary Objective: Each scoring unit in the extraction zone is worth 1 Victory point. Then roll on the "Rescue Mission" table

Secondary Objectives: Slay the Warlord, Last Man Standing